

In the Claims

1. (Currently Amended) A method for graphically representing object oriented programming logic, the method comprising the steps of:

(1) providing, via a specially programmed computer, a graphical user interface presenting a plurality of different symbols for use in a diagram of object oriented programming logic, each different symbol representing a different type of object in object oriented programming;

(2) selecting an object as a main object of the logic to be represented in the diagram;

(3) drawing, using said specially programmed computer, a symbol corresponding to the main object and labeling the symbol with a label descriptive of the object's features so that it is distinguishable from other symbols of the same object type;

(4) for each object assigned to or defined within the main object, drawing, using said specially programmed computer, a symbol corresponding to that object and labeling the symbol with a label descriptive of the object's features; and

(5) drawing, using said specially programmed computer, a line between each ~~object~~ symbol drawn in step (4) and another ~~object~~ symbol in the graphical representation corresponding to an object to which said object corresponding to said symbol drawn in step (4) is assigned or within which it is defined.

2. (Currently Amended) The method of claim 1 further comprising the step of:

(6) providing a plurality of additional different symbols for use in the diagram, each of the additional different symbols representing a different object oriented programming element type other than an object.

3. (Currently Amended) The method of claim 1 further comprising the step of:

(7) graphically denoting the ~~main object~~ symbol in the diagram corresponding to the main object so as to distinguish it from other symbols in the diagram by drawing another symbol around the symbol ~~for~~ corresponding to the main object.

4. (Previously Presented) The method of claim 3 wherein step (7) comprises drawing a circle completely enclosing the symbol of the main object.

5. (Original) The method of claim 1 wherein the labels comprise text.

6. (Currently Amended) The method of claim 1 wherein step (5) comprises drawing the line between the symbol corresponding to the object defined in step (4) and the symbol corresponding to another object it is most directly assigned to or is most directly defined within.

7. (Currently Amended) The method of claim 1 wherein the method is used to document pre-existing object oriented programming software.

8. (Original) The method of claim 1 wherein the method is used to prepare a program specification.

9. (Original) The method of claim 1 further comprising the step of:
(8) repeating steps (1) – (5) to prepare a plurality of separate diagrams corresponding to separate parts of an overall application and wherein a first object is the main object appearing in at least a first one of the diagrams and is not a main object appearing in at least a second one of the diagrams.

10. (Original) The method of claim 9 wherein the second diagram does not disclose objects assigned to and defined within the first object and the first diagram does disclose objects assigned to and defined within the first object.

11. (Original) The method of claim 10 wherein the second diagram is an application-level representation disclosing an overall software system.

12. (Currently Amended) The method of claim 10 wherein the label for the symbol corresponding to the first object in the second diagram identifies the first diagram as disclosing further details of the first object.

13. (Currently Amended) The method of claim 1 wherein the symbols representing different object types include at least the five following symbols:

- a first symbol for representing objects that are application type objects;
- a second symbol for representing objects that are window type objects;
- a third symbol for representing objects that are class type objects;
- a fourth symbol for representing objects that are event script type objects; and
- a fifth symbol for representing objects that are method type objects.

14. (Currently Amended) The method of claim 2 wherein the symbols representing different object types include at least the following five symbols:

- a first symbol for representing objects that are application type objects;
- a second symbol for representing objects that are window type objects;
- a third symbol for representing objects that are class type objects;
- a fourth symbol for representing objects that are event script type objects; and
- a fifth symbol for representing objects that are method type objects;

and wherein the symbols representing additional program elements include:

a sixth symbol for representing data transfer;
a seventh symbol for representing databases;
an eighth symbol for representing remote links; and
a ninth symbol for representing inheritance.

15. (Original) The method of claim 14 wherein the sixth, eighth, and ninth symbols are drawn connecting two other object symbols.

16. (Currently Amended) The method of claim 14 wherein the symbols representing different object types further include at least the following five additional symbols;

a tenth symbol for representing objects that are menu type objects;
a eleventh symbol for representing objects that are frame type objects;

a twelfth symbol for representing objects that are button type objects;

a thirteenth symbol for representing objects that are data structure type objects; and

a fourteenth symbol for representing objects that are not one of the other object types.

17. (Original) The method of claim 13 further comprising the step of:
(9) providing in a separate document a description of the logic to be performed responsive to an event script.

18. (Original) The method of claim 13 wherein the fourth symbol representing event script type objects is drawn connected to another object that directly executes the event script corresponding to the event script symbol.

19. (Original) The method of claim 13 wherein the fifth symbol representing method type objects is drawn connected to the main object of the diagram and represents that the object is available within that main object and does not represent that the main object invokes it.

20. (Currently Amended) The method of claim 1 ~~wherein the method is implemented via a computer program, and~~ wherein step (1) comprises providing a graphical user interface in which a user is presented with a pallet containing the symbols and wherein steps (3) and (4) comprise dragging and dropping the symbols from the pallet into a work area.

21. (Currently Amended) The method of claim 1 ~~wherein the method is implemented via a computer program, and~~ wherein step (1) comprises providing a graphical user interface in which a user is presented with a pallet containing the symbols and wherein steps (3) and (4) comprise dragging and dropping the symbols from the pallet into a work area, and wherein the labels comprise text and further wherein at least some of the text labels are hidden text that can be made to appear in the graphical representation via an action taken by a user.

22. (Currently Amended) A computer readable product embodied on computer readable media readable by a computing device for enabling a user to generate a graphical representation of object oriented programming logic, the product comprising:

first computer executable instructions that provide a graphical user interface in which a user is presented with a plurality of different symbols for use in developing a graphical representation of object oriented programming logic, each different symbol representing a different type of object in object oriented programming;

second computer executable instructions that enable the user to select an one and only one object in the diagram as a main object of the logic represented in the diagram;

third computer executable instructions that enable the user to draw a symbol corresponding to the main object and label the symbol with a label

descriptive of the object's features so that it is distinguishable from other symbols of the same object type;

fourth computer executable instructions that enable the user to drag and drop symbols corresponding to object-oriented programming objects into a workspace and label the symbols with a label descriptive of the corresponding object's features; and

fifth computer executable instructions that enable the user to draw a line between each symbol dropped in the workspace by the fourth computer executable instructions and another ~~object~~ symbol in the workspace corresponding to an object to which it is assigned or within which it is defined[[.]]; and

sixth computer executable instructions that enable the user to graphically denote the main object in the diagram by drawing another symbol around the symbol corresponding to the main object.

23. (Cancelled)

24. (Cancelled)

25. (Currently Amended) The computer readable product of claim 24 22 wherein the sixth computer executable instructions comprise instructions enabling the user to enclose the symbol corresponding to the one and only one object within a circle.

26. (Original) The computer readable product of claim 22 wherein the labels are text labels.

27. (Currently Amended) The computer readable product of claim 22 further comprising:

~~sixth~~ seventh computer readable instructions that enable the user to prepare a plurality of the diagrams corresponding to separate parts of an overall application and further comprising computer readable instructions for enabling the user to specify relationships between individual ones of the diagrams.

28. (Currently Amended) The computer readable product of claim 27 wherein the ~~sixth~~ seventh computer readable instructions comprise instructions that enable the user to include references associated with symbols in one diagram identifying at least one other diagram within which the object represented by that symbol also appears.

29. (Currently Amended) The computer readable product of claim 28 wherein the ~~sixth~~ seventh computer readable instructions comprise instructions that enable the user to specify in a first one of the diagrams the nature of the relationship of the representation of the object in the first diagram relative to the representation of the object in a second diagram, wherein the relationship between the object as represented in the first and second diagrams is selected

from the group comprising: (1) the second diagram discloses additional details about the object in the first diagram; (2) the second diagram shows the object in a more abstract context than the first diagram; and (3) the object is the main object of the second diagram.

30. (Original) The computer readable product of claim 22 wherein the symbols representing different object types include:

a first symbol for representing objects that are application type objects;

a second symbol for representing objects that are window type objects;

a third symbol for representing objects that are class type objects;

a fourth symbol for representing objects that are event script type objects; and

a fifth symbol for representing objects that are method type objects.

31. (Original) The computer readable product of claim 24 wherein the symbols representing different object types include:

a first symbol for representing objects that are application type objects;

a second symbol for representing objects that are window type objects;

a third symbol for representing objects that are class type objects;

a fourth symbol for representing objects that are event script type objects; and

a fifth symbol for representing objects that are method type objects.

and wherein the additional symbols representing additional program elements include:

a sixth symbol for representing data transfers;

a seventh symbol for representing databases;

an eighth symbol for representing remote links; and

a ninth symbol for representing inheritance.

32. (Currently Amended) The computer readable product of claim 31 further comprising:

~~seventh~~ eighth computer executable instructions that restrict the user to using the sixth, eighth, and ninth symbols to connect two other object symbols.

33. (Original) The computer readable product of claim 30 wherein the symbols representing different object types further include;

a tenth symbol for representing objects that are menu type objects;

an eleventh symbol for representing objects that are frame type objects;

a twelfth symbol for representing objects that are button type objects;

a thirteenth symbol for representing objects that are data structure type objects; and

a fourteenth symbol for representing objects that are not one of the other object types.

34. (Currently Amended) The computer readable product of claim 30 further comprising:

~~eight~~ ninth computer executable instructions that enable the user to ~~providing~~ provide in a separate document a description of the logic to be performed responsive to an event script.

35. (Currently Amended) The computer readable product of claim 22 further comprising:

~~ninth~~ tenth computer executable instructions that enable the user to insert hidden text associated with symbols in the workspace that can be made to appear in the workspace responsive to an action taken by a user.